

Skills	<i>Programming Languages:</i> C/C++, MATLAB, Java, Lisp, Prolog.	
	<i>Libraries and Tools:</i> OpenCV, OpenGL, OGRE3D, Webkit, gstreamer, Microsoft Visual Studio, GCC, GDB.	
Vision Projects	Visual Tracking with integral histograms.	
	Tracking Objects using density matching and shape prior.	
	Fast real-time tracking algorithm using level-set methods.	
	Image segmentation using B-spline snake.	
Graphics Projects	Normal Mapping for adding level of detail in a low resolution 3D model.	
	Gpu Shader programming - implemented glass shader and toon shader using GLSL and OpenGL in C.	
	Point Based 3d Object Viewer from scanned data using surface splatting algorithm.	
	Roller Coaster - visual simulation of a roller coaster track in C++ using OpenGL library.	
	Solar System Simulator - Simulating the motion of planets and their satellites in C++ using OpenGL library.	
Other Projects	An intelligent algorithm for finding optimal solution of Rush hour game using LISP.	
	DLL Layer for OSI Layered Network - DLL layer developed in JAVA for OSI Layered Network Architecture.	
	Compiler Simulator - implemented a lexical analyzer and recursive decent parser for a functional programming language RPAL.	
	Distributed Operating System: Implemented projects involving TCP/IP protocol suite, Remote Method Invocation, Token Based Mutual Exclusion using SKB.	
Course Work	Computer Vision Medical Image Processing Advanced Topics in Computer Vision	Machine Learning Computer Graphics Computer Visualization
	Analysis of Algorithms Programming Language Principles Operating Systems Principles	Computer Architecture Principles Advanced Data Structures Artificial Intelligence
Reference	Available on request.	